DesignWare™

Learning Comes Alive

Published with D.C. Heath and Company

MATH MAZE™

The Amazing Math Game

Ages 6 to 11

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San Francisco, CA 94107
415-546-1866

Written in MicroMotion FORTH-79.

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San Francisco, CA

A Note to Parents

Building Math Skills with Math Maze

The natural progression in learning is from the concrete to the abstract. In elementary school this progression is followed as children are introduced to the four basic mathematical operations: addition, subtraction, multiplication, and division. Children are often introduced to these operations with blocks or other objects that they can manipulate. The concrete experience of manipulating objects is usually followed by paper and pencil exercises. Both the concrete experience with the objects and the paper and pencil exercises focus on learning the process of the mathematical operation. After the children have been introduced to the process of addition, they begin to memorize addition facts, and many teachers begin to drill them for speed. It is at this point in the learning process that the use of Math Maze is helpful, since it is designed to help children memorize their math facts.

To add challenge beyond memorization, Math Maze includes a section called Mental Math. The math problems in this section are more difficult and require regrouping (or carrying as it used to be called). This section of the program gives children practice in quickly calculating answers, as opposed to entering memorized answers.

Teaching the Four Basic Operations

Math Maze allows children to study the four math operations in the same order in which they are taught in school. For example, children learn sums to 10 and sums to 20 before they learn how to do sums that involve regrouping. The Addition menu includes these items in this order. Subtraction is taught in a similar way and has a similar menu.

Multiplication is taught with the easy multipliers presented first. Children usually learn the multiplication table in the following order: 2's, 3's, 4's, 5's, 1's, 0's, 6's, 7's, 8's, and 9's. They are often assigned to study one part of the table at a time, such as the 2's. After they have learned that, they study the 3's and then practice both the 2's and the 3's. Math Maze is designed so that children can study any one multiplier or they can study two or more at a time, in the same order in which they are taught. Division is taught in a similar sequence and has a similar menu.

Creativity with Mazes

Children can use any of the mazes that come with the program and can also create and store their own mazes. This not only allows children to develop mazes that look interesting but to learn how the design of the maze relates to the game strategy.

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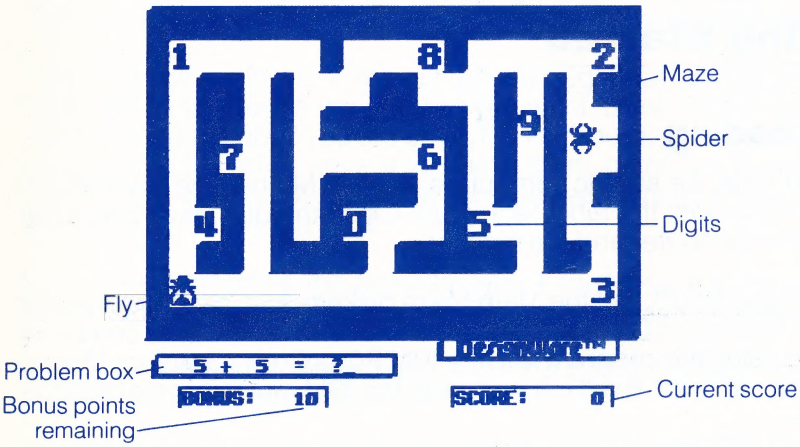
About the Game

Math Maze is a math practice game. To play the game, you move a fly through a maze to create answers to math problems. You have a choice of addition, subtraction, multiplication, or division. You also select the difficulty level of the problems (whether to divide by 2 or by 9, for example) and the skill level of the game. At harder skill levels you have to watch out for a dangerous spider or find your way through an invisible maze, or both.

The program contains 40 mazes of varying levels of difficulty. You can change these mazes to suit yourself or design your own mazes, which can be stored on a data disk for future use.

Each game has 10 math problems. The problems appear one at a time in the box on the lower left side of the screen. Under the problem are the bonus points you can win by solving that problem. The fly appears in the lower left corner of the maze.



When you know the answer to the problem, find the digit (number) or digits of the answer in the maze. Then, with joystick or keyboard keys, move the fly through the maze and pick up the digits one by one. If the number has two digits, like "23," pick up the "2" and then the "3."

The bonus points drop every few seconds, so the faster you move the more bonus points you'll win! Your answer will appear in the problem box and a signal will tell you whether it's right or wrong. If it's correct, the bonus points left will be added to your score in the box on the right.

At the end of each game your score is shown and compared with the high score for that session. Before starting the next game, you have the option of changing the type of problems, the skill level, and the maze.

You may play against your own score or take turns playing and compare scores with your opponent.

Scoring depends on how quickly you pick up the answers to the problems. The faster you are, the higher your score. There are 100 points available for each problem. The points decrease every few seconds. If the correct answer is entered, you win the bonus points remaining. If the answer is incorrect, you lose the points remaining plus a few more. If you are playing with the spider, and the spider catches the fly before the answer is entered, you also lose points. See *Scoring* in this manual.

Before you play Math Maze, watch the demonstration or read the rest of this manual.

Getting Started

Disk Loading

Apple® II Plus, IIe and IIc computers: Put the Math Maze diskette into the disk drive with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

IBM PC® and PC*jr*®: Put the Math Maze diskette into the disk drive with the label facing up. Close the disk drive door and turn on the computer. **If you are using this program with the IBM PC, a Color/Graphics Monitor Adapter is required. It will not work with the IBM monochrome monitor.**

Atari® 400, 800 and 1200XL computers: Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Math Maze diskette with the label facing up and close the disk drive door. Turn on the computer and the monitor.

Atari® 600XL (48K), 800XL and other Atari XL computers with built-in BASIC: Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Math Maze diskette with the label facing up and close the disk drive door. **Hold down the OPTION key.** Turn on the computer and the monitor.

Commodore 64: Refer to **Commodore 64 Instructions** on page 18 of this manual.

The Demonstration

The program will start automatically with a demonstration. The demonstration will show you how the game works and how to design mazes. It will continue until you signal it to stop. When you are ready to proceed, press **any** key.

If you leave the demonstration while a maze is being made, the incomplete maze will be used when you go to play the game. If this happens, press Button Two (or ESC) to return to the Main Menu. Select **Get a maze from a disk**, choose a maze, and then return to **Play the game**.

Joystick or Keyboard

You can play the game using either a joystick or the keyboard. It's more fun with a joystick. If you want to use a joystick, the first thing you will have to do is change the game settings. (Refer to *Change the Game Settings*.) The program automatically starts set for the keyboard.

If you are using a joystick, move the fly through the maze by moving the stick. When you reach the number you want, press Button One on the joystick to pick it up. If you are using the keyboard, you can move the fly by pressing the arrow keys, if you have them, or the **I**, **J**, **K**, and **M** keys (I-up, J-left, K-right, M-down). When you reach the number you want, press RETURN to pick it up.

Instructions for using the program with a joystick are shown first, with how to do the same thing using the keyboard shown in parenthesis.

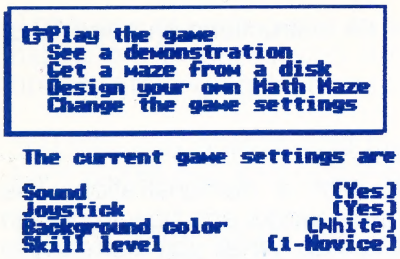
If there are thumbwheel adjustors on the bottom of your joystick, be sure to adjust them before playing the game.

Exiting at Any Time

You may always end an activity or return to the Main Menu by pressing Button Two (or ESC), or the keys on your machine that do these things. See the *Joystick/Keyboard Guide* in this manual.

The Main Menu

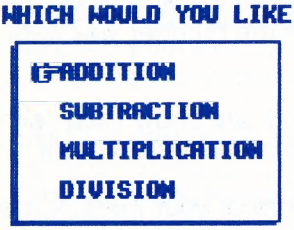
When you leave the demonstration, you will see this list on your screen.



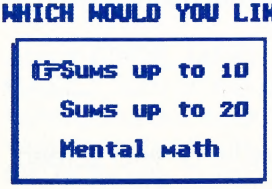
The list of options in the box is called the Main Menu. The Main Menu tells you different things you can do with Math Maze. Under the box is another list. It shows you the current game settings. These affect the game and how it looks on your screen. If you are satisfied with these, be sure the hand is on **Play the game** and press Button One (or RETURN) to continue. If you want to change the game settings, refer to *Change the Game Settings*.

Playing the Game

To begin the game, move the hand to **Play the game** in the list and press Button One (or RETURN). You will be given this choice:

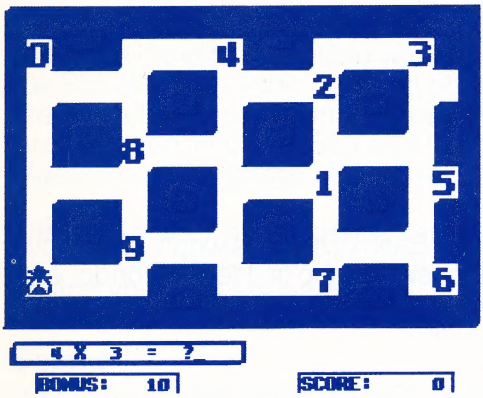


Select one and press Button One (or RETURN). Then the computer will give you a choice of types of problems:



Select one and press Button One (or RETURN). The maze currently in the computer's memory will then appear on the screen. As it does, study its shape and the location of the digits. Unless you have changed the skill level, you will begin at level 1-Novice.

If you want to play at another level, refer to *Change the Game Settings* to change the skill level. If you want to play using a different maze, press Button Two (or ESC) twice to return to the Main Menu (the first list you saw). Refer to *Get a Maze from a Disk* or *Design Your Own Math Maze*.

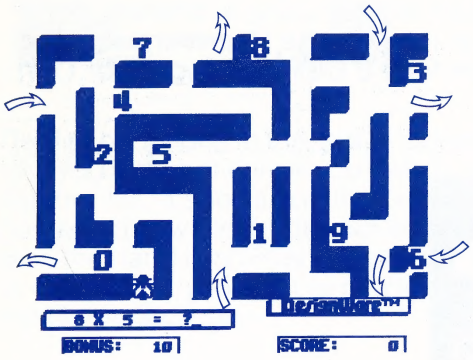


The problem you are to solve appears in a box on the lower left side of the screen. The bonus points appear under the problem box. Remember, these drop every few seconds so don't delay!

When you know the answer to the problem, move the fly through the maze with the joystick or the arrow keys on the keyboard (or the keys on your machine that control the cursor). When you reach the first digit in the answer, put the fly right on top of it. To pick it up, press Button One on the joystick or RETURN on the keyboard (or the key on your machine that acts as a carriage return or enter key). If the answer has two digits, as in "16," get the "1" first and press Button One (or RETURN). Then do the same thing for the "6."

Your answer will appear in the box with the problem. If it is correct, the box will flash and the bonus points you've earned will be added to your score. If your answer is wrong, the problem box will not accept it. The correct answer will flash for you. You must then take the fly back into the maze and get the right answer. Later in the game, you will have a second chance to answer the problem you missed.

Note: When you move the fly off the screen on either side of the maze, it will appear on the same line on the other side – unless there is no space for it. The same "wraparound" works from bottom to top and from top to bottom. Use it to move the fly quickly from one edge of the screen to another.



There are 10 problems in each game. Each of these is worth 100 points at the beginning. If you pick up the answer in the first few seconds, you can earn almost all of them. The longer it takes, the fewer points you will win. You are playing against the clock!

When you have completed a game, the computer will tell you your score and compare it with the high score for that session. Then it will ask you what kind of problems you want to do in the next game. You will be playing on the same maze and at the same level unless you press Button Two (or ESC) and return to the Main Menu (the first list you saw when you started the program). If you want to use a different maze, refer to *Get a Maze from a Disk*. If you want to change the skill level, see the next section of this manual.

Changing the Game Settings

This is the last choice on the Main Menu list. Under the box containing the Menu is a list of the current game settings. The program automatically starts with the settings illustrated on the next page.

Note that it always starts with Sound (Yes), Joystick (No), Background color (White),* and Skill level (1-Novice). To change any of these, first move the hand to **Change the game settings** and press Button One (or RETURN). The hand will move to the list of current game settings.

*This option is not available on some computers

Move the hand to the setting you want to change and press Button One (or RETURN) until the new setting appears. You can change one of them or all of them. When you are satisfied with all of the game settings, press Button Two (or ESC) and the pointer will move up into the Main Menu. Your new game settings will show in parentheses ( ).

These are your game setting choices. Remember, to change one of them, move the hand to it and press Button One (or RETURN) until the setting you want appears.

Sound

If "Yes" appears in parentheses, you will have sound effects. A change to "No" eliminates sound.

Joystick

If "No" appears in parentheses, the setting is for using the keyboard. If you want to use a joystick, change the setting to "Yes." When you return to the Main Menu, you can begin using your joystick.

Background Color

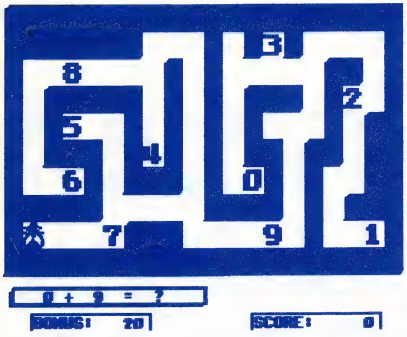
If you want to change the background color to black, press Button One (or RETURN). This option is not available on some computers.

Skill Level

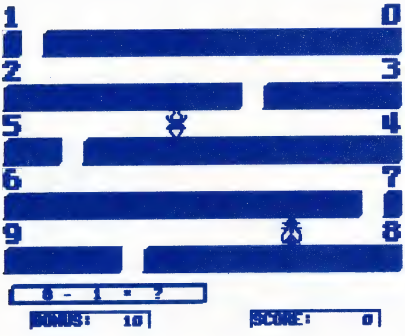
There are four skill levels to choose from

1 – Novice
2 – Master (Spider)
3 – Expert (Invisible Walls)
4 – Pro (Spider) (Invisible Walls)

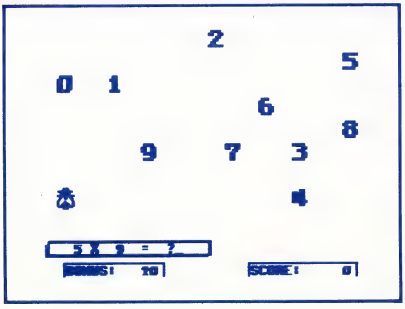
In Level 1 you move a fly around the maze, picking up the correct digits as you go.



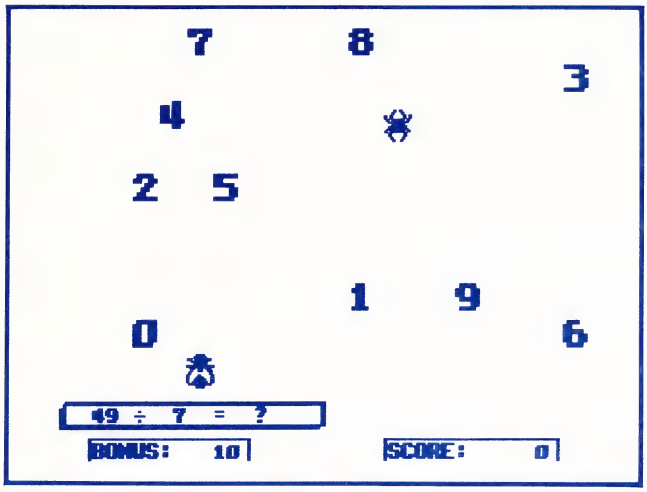
In Level 2, you must avoid a hungry spider while you are collecting digits.



In Level 3, you move the fly around a maze whose walls are invisible.



And in Level 4, you have to avoid the spider in an invisible maze while collecting digits.



Getting a Maze from a Disk

If you want to use a maze other than the one listed as Current Maze at the top of the Main Menu list, move the hand to this item and press Button One (or RETURN). This will appear on the screen:

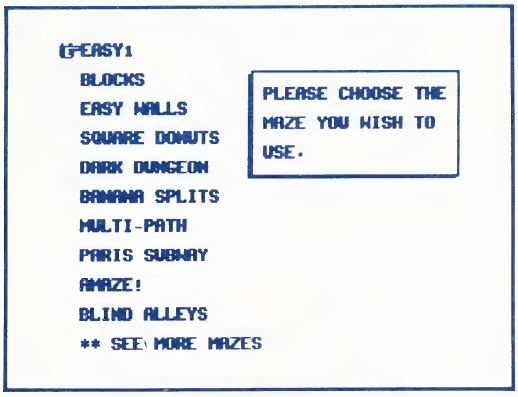
```
You may get mazes from
-- the Master disk  or
-- a Data disk that you have
   created.

  Please place either one
   in the disk drive now

Press button one to continue
```

Getting a Maze from the Master Disk

In the Main Menu, choose **Get a maze from a disk** and press Button One (or RETURN).

To select a new maze from the Master Disk, press Button One (or RETURN).

This list of mazes will then appear, and you can choose the one you'd like to use. In general the first ones on the list are the easiest. If you want to see the names of more mazes, select **See more mazes.** There are 40 to choose from.



Move the hand to the name of the maze you want and press Button One (or RETURN). You will automatically go to the Main Menu where the name of the maze you've just chosen will be displayed as the Current Maze. Now you're ready to play the game with the new maze.

Getting a Maze from a Data Disk That You Have Created

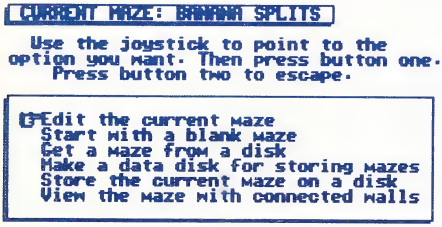
In the Main Menu, choose **Get a maze from a disk** and press Button One (or RETURN).

If you want to use a maze you've stored on your own data disk (refer to *Make a Data Disk for Storing Mazes* and *Store the Current Maze on a Disk*), remove the Master Disk from your disk drive and insert your own data disk. Press Button One (or RETURN) to continue.

You will see a list of the names you've given to your mazes. Move the hand to the one you want to use and press Button One (or RETURN). When you do, the computer will ask you to put the Master Disk in the disk drive. Press Button One (or RETURN) to make the Main Menu appear on the screen with your maze listed as Current Maze. Press Button One (or RETURN) once more to continue.

Designing Your Own Math Maze

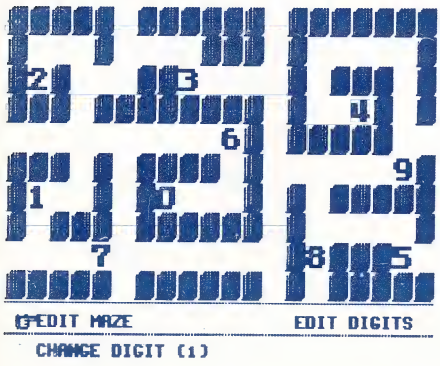
If you want to design your own math maze, choose **Design your own Math Maze** option from the Main Menu. Then press Button One (or RETURN). This Maze Menu list will appear on the screen.


CURRENT MAZE: BANANA SPLITS
Use the joystick to point to the option you want. Then press button one.
Press button two to escape.
Edit the current maze
Start with a blank maze
Get a maze from a disk
Make a data disk for storing mazes
Store the current maze on a disk
View the maze with connected walls

Note: The first thing you must do is make a data disk for storing your mazes. Choose the fourth option on the menu. See page 16 for further instructions.

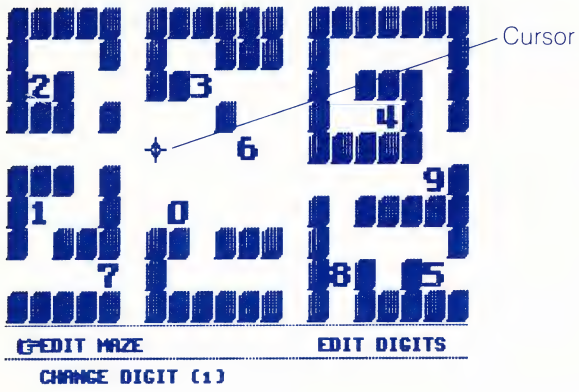
Editing the Current Maze

This option allows you to make changes in the maze that is currently in the computer's memory. When you choose this option, the current maze will appear on the screen. Below it you will see three commands: **Edit Maze**, **Edit Digits** and **Change Digit**.



Edit Maze: This option will let you add to or take away from the current maze. If you want to do this, make sure the hand is on **Edit Maze**. Then move the cursor to a place in the maze you want to change. Press

Button One (or RETURN) to add a block (if there is none there) or to remove a block (if there is one there).

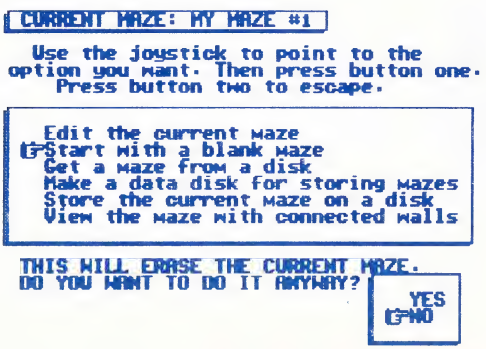


Change Digit: When you want to move one of the digits in the maze to a new position, move the cursor to **Change Digit**. Then press Button One (or RETURN) until the digit you want appears in parentheses. Now you can move the cursor to that digit and press Button One (or RETURN) to pick it up. Then move the cursor to a new location and press Button One (or RETURN) to put the digit down again.

Note: Remember, to leave this activity at any time, press Button Two (or ESC) to return to the Main Menu.

Starting with a Blank Maze

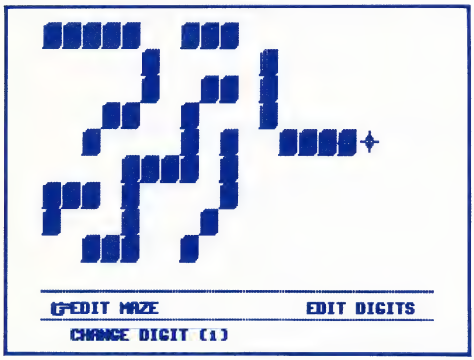
This is your choice if you want to design a new maze. When you choose this option, these words will appear below the menu on the screen:


CURRENT MAZE: MY MAZE #1
Use the joystick to point to the option you want. Then press button one.
Press button two to escape.
Edit the current maze
Start with a blank maze
Get a maze from a disk
Make a data disk for storing mazes
Store the current maze on a disk
View the maze with connected walls
THIS WILL ERASE THE CURRENT MAZE.
DO YOU WANT TO DO IT ANYWAY?
YES
NO

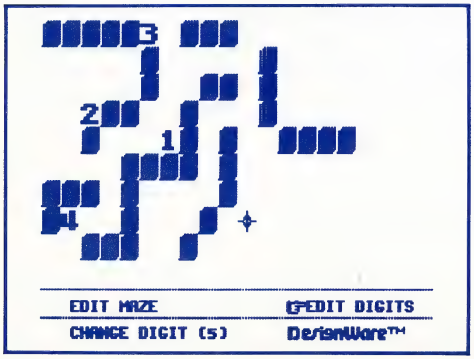
If you answer No, the command will be cancelled and you will return to the Maze Menu.

If you answer Yes, you will see a blank screen with the cursor at the top and three commands below (the same ones that appear if you choose **Edit the current maze**). Then you are ready to start building your own maze.

Edit Maze: The hand will be on **Edit Maze**. To make a new maze, move the cursor in the direction you want the maze to go and press Button One (or RETURN) to add each block. (If you are using a joystick, you can hold down Button One while moving the cursor to create a continuous wall.) If you want to remove a block of the maze that you've created, move the cursor back to it and press Button One (or RETURN).



Edit Digits: To add the digits (numbers) to your maze, move the cursor to **Edit Digits** and press Button One (or RETURN). The hand will move there.



Change Digit: You can put into the maze the digit that appears in parentheses, starting with 1 and going up to 0. Do this by moving the cursor to the place in the maze you want the digit to be. Press Button One (or RETURN) and the digit will be there! When you have put "1" in place, "2" will appear in parentheses. Do the same for "2" and so on up to "0." Make sure the fly can reach all of the digits.

If you change your mind about where a digit should be, move the cursor down to **Change Digit** and press Button One (or RETURN) until the digit you want to move appears. Then move the cursor to that digit in the maze and press Button One (or RETURN). The digit will disappear. Then move the cursor to the place you want the digit to be and press Button One (or RETURN) again to place it there.

When the maze is complete and all ten digits (1 – 0) are in place, press Button Two (or ESC) to return to the Maze Menu. Press it a second time to return to the Main Menu and play the game or store the maze on a disk. (Refer to *Store the Current Maze on a Disk*.)

Viewing the Maze with Connected Walls

If you are designing your own maze and want to see how it will look with connected walls, choose this option in the Maze Menu. You can also use this option to view a maze you've selected from the Master Disk before you play on it.

Making a Data Disk for Storing Mazes

If you want to store the mazes you create so that you can use them again, choose this option. To do this you will need a blank or reusable disk. Be sure you don't mind erasing anything that might be on the disk you want to use.

The computer will tell you to insert a blank or reusable disk. It will tell you when the data disk is ready to use and ask you to press Button One (or RETURN) to continue. When you do, the Maze Menu will appear on the screen once again. If a maze you have just created is the Current Maze, you can now store it. To do this, see the next section of this manual.

Storing the Current Maze on a Disk

When you have created a maze you want to store, go to the Maze Menu and choose this option. If the data disk is not already in the disk drive, the computer will instruct you to place your own data storage disk in the

disk drive. Remove the Master Disk and insert the data disk. When you press Button One (or RETURN) to continue, you will see a list of storage spaces that are available.

Choose one by moving the hand to an available space and pressing Button One (or RETURN). Now type a name for your maze and press RETURN. When you do, the maze will be stored, and the Maze Menu will return to the screen.

Note: When you have finished storing your mazes, be sure to put a write-protect tab on the data disk to guard against accidental loss of the data. Be sure to remove the tab when you want to make changes to the mazes.

Tips on Designing Your Own Mazes

- Make sure there are open paths to all digits (1 – 0).
- Notice where the fly and spider start each game. Make sure they aren't trapped or you won't be able to play the game.
- Beware of long alleys with single exits. The spider will control them.

Commodore 64 Instructions

The following information pertains to the use of DesignWare products on the Commodore 64 computer. Please read this information sheet before using your DesignWare program.

Loading the Program

Note: If you are using a joystick, be sure to plug it into Control Port 2 located on the right side of your machine **before** you load the DesignWare program.

Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive door. When the word READY appears on the screen, type the following:

LOAD"*",8

Then press RETURN. A message will appear telling you the computer is searching for the program. When the word "READY" appears, type **RUN** and press RETURN to load the program. This process takes a few minutes.

You will notice when you are playing the game that you sometimes have to wait for information to be loaded from the disk into the computer. This is a function of the disk drives, not the program. Whenever this occurs, a small picture of a disk will flash on the screen to let you know that the computer is getting information from the disk. If the Sound option is on, you will also hear a beeping sound.

Using the Program

Escaping from the Program

On the Commodore 64 you will use the **f1** key to quit the game or return to the Main Menu, whether you are using the keyboard or joystick. Whenever the manual refers to pressing the ESC key, use the **f1** key.

Moving the Cursor

With the I, J, K and M Keys: Use these keys to move the cursor up (**I**), down (**M**), left (**J**), and right (**K**). Your program may require using the Control (CTRL) key with these four keys. Refer to your manual or on-screen instructions.

With the Cursor (CRSR) Keys: Use the CRSR keys with arrows to move the cursor right and left, up or down. To move the cursor up or to the left with these keys, you must also use the SHIFT key. Hold the SHIFT key down and press the CRSR key with the up arrow or left arrow.

Note: The Shift LOCK key should always be up, not down.

With the Left and Up Arrow Keys: You can also use the two arrow keys on your keyboard to move the cursor up and to the left without having to use the SHIFT key.

Erasing Typing Errors
If you make a mistake when typing text, use the INST DEL key to erase it. Press this key to backspace and delete the error. Then retype the text correctly.

Game Strategies

To earn more points: Study the maze and digits as they appear on the screen so that you can begin the game immediately. Keep the fly moving. Bonus points decrease more slowly if you do.

To avoid the spider: Study how it behaves. You can lure it away from the digit you want by moving the fly away from it. The spider will follow you. Then make the fly circle back quickly and pick up the digit.

Playing with invisible mazes: To make this easier, use a maze you've been playing on. You'll remember its paths. To make it more difficult or more fun, choose a maze you've never seen and try it with invisible walls.

Using wraparound: Remember that you can make the fly travel from one side of the screen to the other and from top to bottom by directing it off the screen (wraparound). This works only when there is an open space on the same line where the fly can land.

The Error Message

If the computer tells you "There is a problem with the disk," it means either that there is no disk in the disk drive or the drive door is open. Correct the problem. Then press Button One (or RETURN) to continue.

Scoring

You Win Points When You:	Points Gained:
Pick up the right answer	Bonus points showing: 100 maximum

You Lose Points When You:	Points Lost:
Get the wrong answer	15 + bonus points showing
Take more time	10 every few seconds for Joystick users 5 every few seconds for Keyboard users
Are captured by the spider	40

Multiplication Facts I Need to Study

Division Facts I Need to Study

Addition and Subtraction Facts I Need to Study

Joystick/Keyboard Guide

Joystick Users:	**For the Game**	**For Maze Designing**
Use	To	To
Joystick	Move fly	Move cursor
Game Button One	Pick up digits (numbers)	Put blocks in or take blocks out
Game Button Two (If your joystick has only one button, your ESC key* functions as Button Two.)	Exit back to menu	Exit back to menu

Keyboard Users:	**For the Game**	**For Maze Designing**
Use this key	To	To
I or ↑ **	Move fly up	Move cursor up
M or ↓ **	Move fly down	Move cursor down
K or → **	Move fly right	Move cursor right
J or ← **	Move fly left	Move cursor left
RETURN***	Pick up digits (numbers)	Put blocks in or take blocks out
ESC†	Exit back to menu	Exit back to menu

*or the key on your machine that ends an activity or takes you to the Main Menu
**or the keys on your machine that control the cursor
***or the key on your machine that acts as a carriage return or enter key
†use the **F1** key if you are using a Commodore 64

Customer Support

If you have any questions about using Math Maze, call the DesignWare Hotline. **415-546-1866.**

LIMITED 90-DAY WARRANTY – DESIGNWARE DISKS

DesignWare warrants to the original consumer that the DesignWare disk shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any DesignWare disk which is found to be defective during the warranty period will be replaced by DesignWare. Return the disk, accompanied by proof of date of purchase satisfactory to DesignWare, no later than one (1) week after the end of the warranty period, shipping charges prepaid, to:

Britannica Software / Customer Relations
345 Fourth Street, San Francisco, CA 94107

This warranty shall not apply if the disk has been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.

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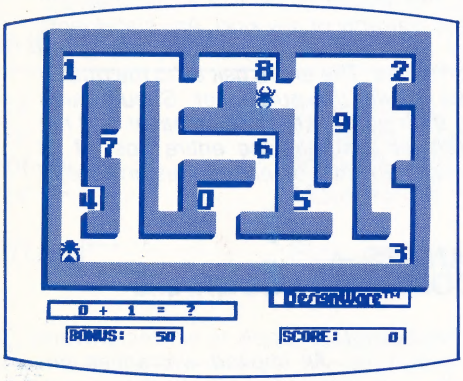
MATH MAZE™

The Amazing Math Game

Grab the right answer to the math problem while racing through a maze.

- Makes practicing math facts fun and exciting.
- Practice addition, subtraction, multiplication, and division.
- Select from 40 prepared mazes or make your own.
- Play with visible or invisible walls, and with or without the spider.
- Developed with D.C. Heath, a leading publisher of math texts.
- Multiple skill levels for increasing challenge.
- Colorful, lively animation and sound effects.
- Works with keyboard or joystick.



Screen appearance may vary depending upon computer used.

Parents: This DesignWare software program combines wholesome entertainment with solid educational content. Children improve math skills in a motivating environment and practice eye-hand coordination. They can also exercise their creativity by creating their own mazes.

DesignWare™

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San Francisco, CA 94107
415-546-1866

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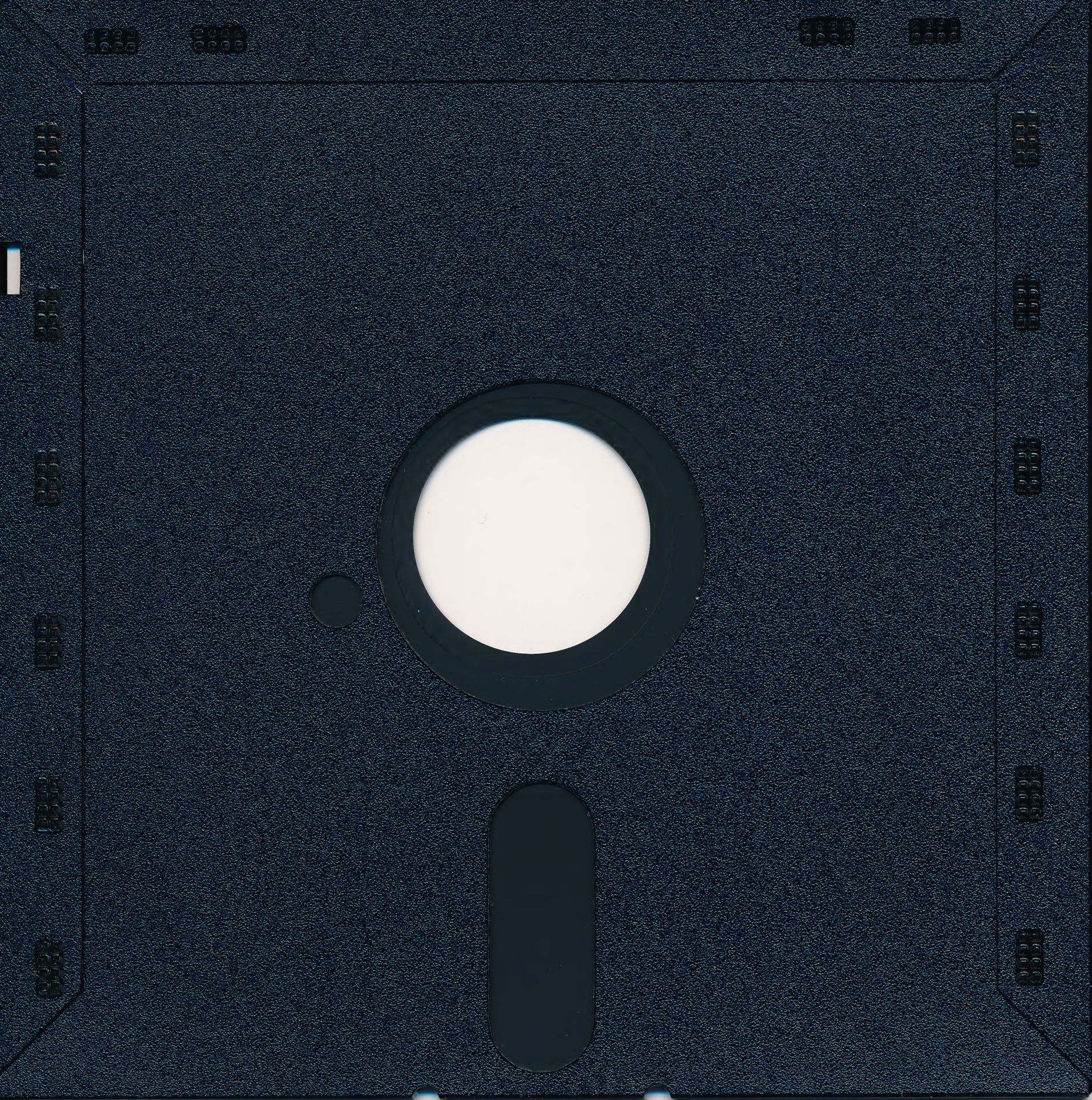
DW 104 (10-87)

Math Maze™

TV

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